SENATE FLOOR ACTION

Tuesday August 31, 2021

The Senate suspended the necessary rules to consider and finally pass:

HB 20 Cain/ White/ Burrows/ Metcalf/ SP: Hughes/ et al. Shaheen/ et al.

Relating to censorship of or certain other interference with digital expression, including expression on social media platforms or through electronic mail messages.

1 Floor Amendment

The Senate suspended the regular order, read the second time, and passed to third reading:

HB 9 Bonnen/ Morales, Eddie/ Metcalf/ SP: Nelson/ et al. Holland/ Middleton/ et al.

Relating to making supplemental appropriations relating to border security and giving direction regarding those appropriations.

The Senate concurred in House amendments to the following:

SB 6 Huffman/ et al. SP: Smith/ Cook/ et al.

Relating to rules for setting the amount of bail, to the release of certain defendants on a monetary bond or personal bond, to related duties of certain officers taking bail bonds and of a magistrate in a criminal case, and to the reporting of information pertaining to bail bonds.

SB 15 (CS) Taylor/ et al. SP: Bell, Keith/ Huberty/ et

Relating to virtual and off-campus electronic instruction at a public school, the satisfaction of teacher certification requirements through an internship teaching certain virtual courses, and the allotment for certain special-purpose school districts under the Foundation School Program.

The Senate adopted conference committee reports on the following bills:

SB 1 (CS) Hughes/ et al. SP: Murr/ Lozano/ et al.

Relating to election integrity and security, including by preventing fraud in the conduct of elections in this state; increasing criminal penalties; creating criminal offenses.

Committee referral on the following:

SB 97 Bettencourt

Relating to processes to address election irregularities; providing a civil penalty.

State Affairs

HB 7 Landgraf/ Dominguez

Relating to the storage or disposal of high-level radioactive waste.

Natural Resources & Economic Development

(CS) COMMITTEE SUBSTITUTE